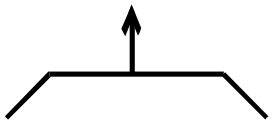
Maneuver-Offensive

Assault Position *1-13*

Attack by Fire Position *1-13*



Attack Position *1-13*

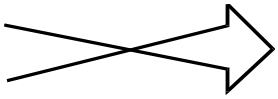
Friendly Attack Position (Actual)

Friendly Occupied (Only if a unit must stop in the attack position)

Friendly Planned, Proposed, or On Order

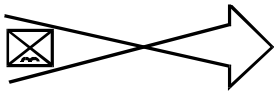
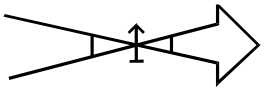
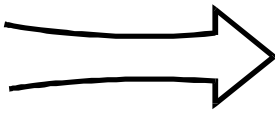
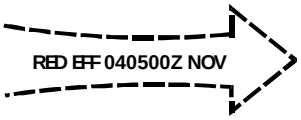
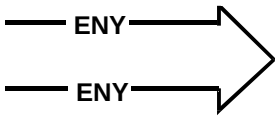
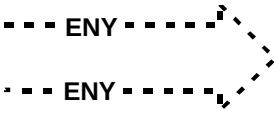
Axis of Advance *1-14*

(The tip of the arrow should touch the objective or limit of the movement.)

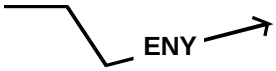
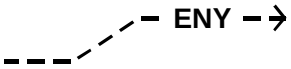
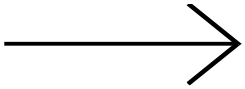
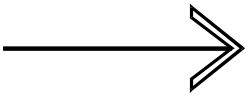
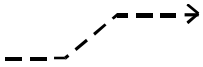
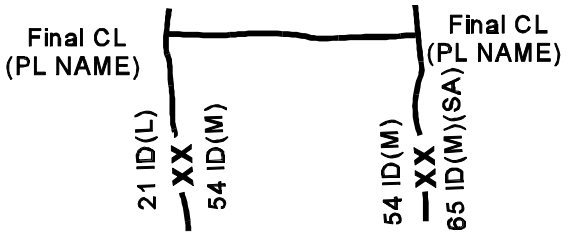
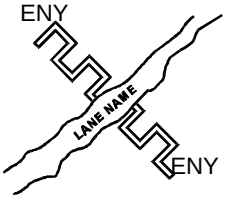


Friendly Aviation

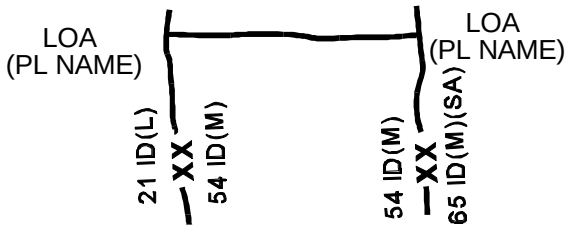
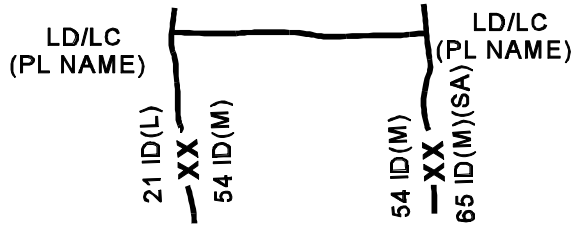
Maneuver-Offensive (Continued)

Axis of Advance (Continued) Friendly Airborne	
Friendly Attack Helicopter	
Friendly Ground Axis of Supporting Attack *1-147*	
Friendly Ground Axis of Main Attack *1-94*	
Friendly Ground Axis On Order with Date and Time (if known) Effective	
Enemy Confirmed	
Enemy Templated	
Direction of Attack *1-53* (The tip of the arrow should touch the objective or limit of the movement.) Friendly Aviation	
Friendly Aviation Planned or On Order	

Maneuver-Offensive (Continued)

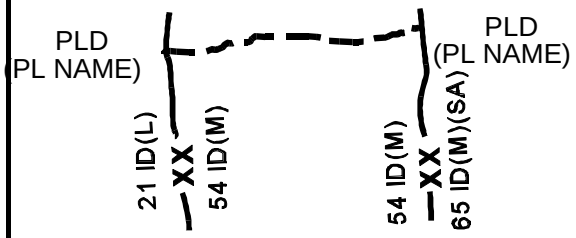
Direction of Attack (Continued) *1-53* Enemy Known/Confirmed Aviation	
Templated Enemy Aviation	
Enemy Confirmed/Known Ground	
Templated Enemy Ground	
Friendly Direction of Supporting Attack *1-147*	
Friendly Direction of Main Attack *1-94*	
Friendly Planned or On Order	
Final Coordination Line *1-65*	
Infiltration Lane *1-81*	

Maneuver-Offensive (Continued)

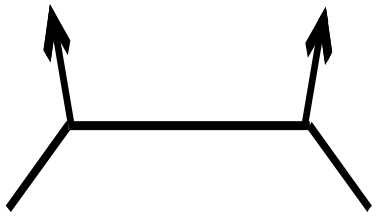
Limit of Advance (LOA) *1-91*	
Line of Departure (LD) *1-91*	
Line of Departure is Line of Contact (LD/LC) *1-92*	
Objective *1-111*	
Point of Departure (PD) *1-121*	

Maneuver-Offensive (Continued)

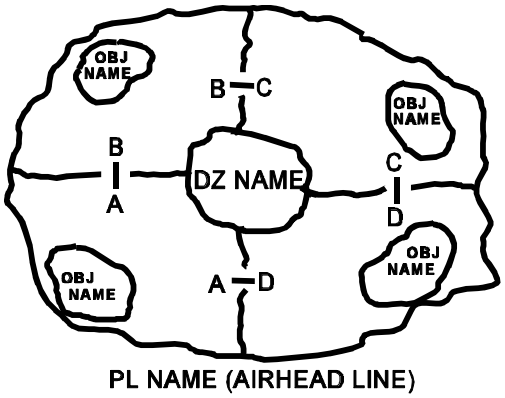
Probable Line of Deployment (PLD) *1-124*



Support by Fire Position *1-147*



Maneuver-Special

Airhead *1-5* **/ Airhead Line** *1-6*

(The airhead is bounded by a phase line called the airhead line)